

IN THE CLAIMS:

The text of all pending claims, (including withdrawn claims) is set forth below. Cancelled and not entered claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~striketrough~~. The status of each claim is indicated with one of (original), (currently amended), (cancelled), (withdrawn), (new), (previously presented), or (not entered).

1. (currently amended) A data processing device, comprising:

an input unit inputting segmentation information and retrieval data wherein the segmentation information indicates~~indicating~~ a time slice for each ~~piece-part~~ of picture data continuous in time series about a subject, and the retrieval data indicating~~indicates~~ an attribute of the subject corresponding to each ~~piece-part~~ of picture data assigned to each time slice;

a storage unit segmenting and converting the continuous picture data into plural animation files according to the segmentation information, associating each ~~piece of picture data obtained by segmenting the data of the plural animation files~~ with the corresponding retrieval data, and storing the associated data~~the plural animation files and the retrieval data~~; and

an output unit, when any retrieval data is selected as retrieval condition from among the retrieval data inputted by the input unit, ~~extracting picture data corresponding to~~outputting an animation file that is associated with the selected retrieval data and is stored in ~~from~~ the storage unit, and displaying the ~~extracted picture data~~outputted animation file.

wherein the subject is a player of a ball game being performed and all the segmentation information is inputted by a user.

2. (previously presented) The device according to claim 1, wherein said retrieval data contains information about a delivery of a ball.

3. (previously presented) The device according to claim 1, wherein said retrieval data contains information about a course of a ball.

4. (previously presented) The device according to claim 1, wherein said retrieval data contains information about a play state in the play of the ball game.

5. (original) The device according to claim 1, wherein said segmentation information comprises a record starting time and a record ending time which are absolute times.

6. (previously presented) The device according to claim 5, wherein said record starting time and said record ending time are a record starting time and a record ending time for each delivery of a ball.

7. (currently amended) A data processing device, comprising:

an input unit inputting common segmentation information and retrieval data wherein the segmentation information indicates~~indicating~~ a time slice common to plural different pieces of picture data continuous in time series about a subject; and the retrieval data indicating~~indicates~~ an attribute of the subject corresponding to each ~~piece-part~~ piece of picture data assigned to each time slice;

a storage unit segmenting and converting each of the plural different pieces of continuous picture data into plural animation files according to the common segmentation information, associating each ~~piece of picture data obtained by segmenting the data of the plural animation files~~ with the corresponding retrieval data, by which one piece of the retrieval data is associated with plural animation files corresponding to the same common segmentation information and having been converted from the plural different pieces of the continuous picture data, and storing ~~the associated data~~ the plural animation files and the retrieval data; and

an output unit for, when any retrieval data is selected as retrieval condition from among the retrieval data inputted by the input unit, ~~extracting picture data corresponding to~~ outputting an animation file that is associates with the selected retrieval data ~~from and is stored in~~ the storage unit, and displaying the ~~extracted picture data~~ outputted animation file.

wherein the subject is a player of a ball game being performed and all the common segmentation information is inputted by a user.

8. (original) The device according to claim 7, wherein said plural pieces of continuous picture data are different from each other and obtained by capturing the subject from plural directions.

9. (previously presented) The device according to claim 7, wherein said retrieval data contains information about a delivery of a ball.

10. (previously presented) The device according to claim 7, wherein said retrieval data contains information about a course of a ball.
11. (previously presented) The device according to claim 7, wherein said retrieval data contains information about a play state in the play of the ball game.
12. (original) The device according to claim 7, wherein said segmentation information comprises a record starting time and a record ending time which are absolute times.
13. (previously presented) The device according to claim 12, wherein said record starting time and said record ending time are a record starting time and a record ending time for each delivery of a ball.
14. (currently amended) A computer-readable storage medium storing a computer program for processing picture data, said computer program comprises:
inputting retrieval data about picture data continuous in time series about a subject, the retrieval data containing segmentation information indicating a time slice for each ~~piece~~ part of the picture data;
segmenting and converting the continuous picture data into plural animation files according to the segmentation information, associating each of the plural animation files with the corresponding retrieval data, and storing ~~the segmented picture data~~ the plural animation files ~~and then retrieval data~~ after being associated with the retrieval data; and
when any retrieval data is selected as retrieval condition from among the inputted retrieval data ~~inputted by the input unit, extracting picture data corresponding to~~ outputting an animation file that is associated with the selected retrieval data and displaying the ~~extracted picture data~~ outputted animation file,
wherein the subject is a player of a ball game being performed and all the retrieval data is inputted in by a user.
15. (currently amended) A computer-readable storage medium storing a computer program for processing picture data, said computer program comprises:
~~an input unit~~ inputting retrieval data about plural different pieces of picture data continuous in time series about a subject, the retrieval data containing common segmentation information indicating a time slice common to the plural different pieces of picture data;

~~a storage unit segmenting and converting each of the plural different pieces of the continuous picture data into plural animation files according to the common segmentation information, associating each of the plural animation files with the corresponding retrieval data, by which one piece of the retrieval data is associates with plural animation files corresponding to the same common segmentation information and having been converted from the plural different pieces of the continuous picture data, and storing the segmented picture data after being associated with the retrieval data~~the plural animation files and the retrieval data; and

an output unit, when any retrieval data is selected as retrieval condition from among the inputted retrieval data ~~inputted by the input unit, extracting picture data corresponding to outputting an animation file that is associates with~~ the selected retrieval data ~~from the storage unit and displaying the extracted picture data~~outputted animation file,

wherein the subject is a player of a ball game being performed and all the retrieval data is inputted in by a user.

16. (new) A process, comprising:
- capturing a same time segment of plural video streams of a subject;
 - associating the time segment for each of the streams with an attribute corresponding to the subject;
 - converting the time segment for each of the streams into corresponding animation files;
 - storing the animation files with the attribute; and
 - retrieving and displaying the animation files when the attribute is used as a retrieval condition.